



BLASTWAVE MASTER CATEGORIES GLOSSARY

5.1 SURROUND ELEMENT – Six mono files labeled according to their positioning (i.e. L – Left, C – Center, R – Right, LS – Left Surround, RS – Right Surround, LFE – Low Frequency Extension).

ACCENT – An element that sounds like punctuation to an event. This is the primary description for all production / imaging elements.

AMBIENCE – An element that is a recording of a real world environment, or an element that sets an atmospheric mood.

ARPEGGIO – Generally a musical element with a repetitive melody line, which ascends or descends down a musical scale repetitively.

ASCEND – A sound that rises, usually on a consistent incline in pitch.

BASS DROP – A hit that is all bass.

BEAT – A musical beat with a loop point, generally with a driving rhythm.

BED – A constant sound or a group of sounds usually over a long duration of 30 – 60 seconds. Unlike a Drone, a bed can be musical in nature.

BELL ELEMENT – A sound or group of sounds with a bell as the primary sound.

BELL HIT – A short impact with a bell as the primary sound.

BLAST – An explosive element. Generally, there will be a reverb tail.

BLURB – A short element that rises or descends in pitch, similar to a cartoon or multimedia element.

BRIGHT ELEMENT – Elements that are generally ethereal and higher in pitch.

BULLET TIME – A heavy whoosh that slows down in pitch rapidly to a stop.

BUMPER – An abrupt element which generally contains distortion. Used for breaks or short hits.

BURST – An element which gives the impression of separation such as pixie dust or sparkles.

CHOPPER – A sound element broken up in a rhythmic stuttering pattern.

COMPOSITION – A composite or layering of multiple elements to create a complex single element over time. They vary in duration and longer versions can be used as turn-key sound beds for commercials or film trailers.

CRACKLE – A light sporadic distortion or electrical glitch.

CRESCENDO – A sound that increases in volume or pitch.

CRYSTAL ELEMENT – An element with a high pitch feedback quality that emulates a crystal sound.

DARK ELEMENT – Generally these elements are a lower in pitch sound which are consistent with horror, mysteries and suspense.

DATA ELEMENT – An element which gives the impression of numbers running in succession, as in a counter or satellite transmission.

DELAY – An element that contains a repeating sound.

DEMONIC – A dark sound that is generally vocal in nature.

DESCEND – A sound that falls with a consistent decline in pitch.

DIGITAL – Similar to Data Elements, these elements give the impression of numbers and transmissions but are tainted with the feeling of being inside the device that is generating the sound.

DISTORTION – Sounds that are primarily unintelligible, twisted and overdriven as well as distorted.

DRONE – An atonal bed of noise that is constant with little or no change in pitch or volume.

DRUM HIT – A percussive hit that is characterized by the original drum sound.

EERIE - An unsettling, haunting, scary element.

ELECTRICAL – A sound that emulates electrical movement, buzzes or zaps.

EXPLOSION – A sudden burst of sound normally associated with destruction. The sound usually starts with an initial attack followed by a decay.

FEEDBACK – A sound that feeds-back from the original source. Some elements are dry, while others may contain reverb.

FILTER – A sound that has a triangle or square wave characteristic.

FLANGE – A sound that has a flange tonality as the primary characteristic.

GENERATOR – A sound that emulates a mechanical motor or machine.

GHOSTLY – An element that has a supernatural texture.

GLASS ELEMENT – See Crystal.

GLITCH – A sound element that appears to malfunction or short circuit.

GROWL / VOCAL – An element created from a human or animal vocalization that is dark in nature.

HIT / IMPACT – Generally a single event consisting of an initial, hard-hitting attack. While the duration of the decay and the amount of reverb may vary, they can be characterized by an instant impact.

HIT TO WHOOSH – A hit that evolves in to a whoosh.

HOLLOW – A filtered element that sounds empty or cavernous.

INDUSTRIAL – A dark distorted sound that has a mechanical feel or factory element.

LASER – A science fiction / electronic hit.

LFE ELEMENT – A Low Frequency Extension (LFE) Effect that typically ranges from 20Hz – 100Hz.

LIQUID – An effect that has a warbled, liquid texture.

LOGO – An element or series of elements that can be used for Logos or signature marks.

METALLIC – An element that contains a metallic texture or scraping element.

MUSICAL ELEMENT – An element which is musical in nature, but not necessarily in a musical scale.

PERCUSSIVE ELEMENT – Similar to Hits, but focus on drums and percussion instruments, although they may not contain rhythmic elements.

POWER DOWN – A sound which winds down, simulating a power loss.

POWER SOURCE – An electric element which is droning in nature.

POWER UP – A sound which winds up, simulating a power start up or surge.

PULSE – A sound that consists of several throbbing swells that repeat.

RAMP - A sound that gradually increases in volume or pitch, which may stop suddenly at the peak.

RECORD SCRATCH – An element which suggests a mistake, generally sounding like a real record player effect.

REVERSE – A sound that plays backwards.

ROBOTIC – A sound that emulates robotic mechanical movement, or a voiceover effect.

RUMBLE – Normally a low frequency sound that is felt more than heard. A rumble generally gives the sense of shaking or vibrations.

RUMBLE BY – LFE rumbles that have a sense of movement or a swelling effect.

SHIMMER / TINKLE – An element that can be used for pixie dust or other magical effects. Similar to a burst, but without the initial attack.

SPECIAL EFFECTS – A general category used to help fill in holes for descriptions. These effects include elements of multiple categories in one sound or sounds that are unique from the other categories.

STAB – A combination of several elements in one hit, such as a hit and a sweeper combined at the same time.

STATIC – A sound which simulates system noise or a light droning distortion.

STATION I.D. – A combination of several elements in succession, similar to a stinger, but with an opener and closer, allowing for a voice over to be added in the middle.

STINGER – A combination of several elements in succession, such as a hit, a power up and a sweeper mixed in a series.

STUTTER – An element which hesitates or fails to finish.

SUCTION – A reverse element which gives the illusion of suction and / or builds to a climax.

SURGE - A sound that simulates an overload, which may be electrical in nature.

SWEEPER – A musical whoosh.

SWELL – A sound which builds to a climax then winds down.

SYNTH – A sound element that gives the impression of a synthesizer keyboard.

TAPE REWIND – An element which suggests a short trip back in time, generally sounding like a real tape player rewinding.

TELEMETRY – A transmission of digital beeps that suggests the sound of satellite data being sent or received.

TELEPHONY – A combination of elements that include telephone number beeps and rings.

THUMP – A low frequency bump or dull hit.

TRAILER – A composition that can be used as a soundtrack for a video trailer.

TREMOLO – An element that is predominately characterized by a fluttering tremolo effect.

TREMOR – A low frequency impact to give a sense of weight or force.

TRIBAL – Generally a musical element, that gives off a tribal percussion feel.

UNDERWATER – A sound that is a recording of an underwater environment or event. Also, may be an element with a warble effect, which gives the impression of being underwater.

VOCAL – A sound that is based on a human vocal element.

WAH – A sound with a wah pedal effect.

WASH – An element that is usually washed out, or blurred with reverb.

WARBLE – An element that gives wow and flutter as the primary sound.

WHOOSH TO HIT – A whoosh that builds to a hit.

WHOOSH – An element which gives the impression of a fly by or transition, generally with an airy, flange or phaser effect.

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